Title: Beltran's Guide to Guilds

Author: Beltran

This reference work is intended merely to serve as resource for those curious as to the full range of trades and societies extant in Britannia and nearby nations. For each trade or guild, their blazon is given. Armourer's Guild. Gold bar above black bar.

Association of Warriors. Blue cross on a red field. Barters' Guild. Green and white stripes, diagonal. Blacksmith's Guild. Gold alongside black. Federation of Rogues and Beggars. Red above black. Fighters and Footmen. Blue horzontal bar on red field.

Guild of Archers. A gold swath parting red and blue.

Guild of

Armaments. Swath of gold on black field, gold accents.

Guild of Assassins.

Black and red quartered.

Guild of Barbers.

Red and white

stripes.

Guild of Cavalry and Horse. Vertical blue on a red field.

Guild of

Fishermen. Blue and white, quartered.

Guild of Mages. Purple and blue, in a crossed pennant pattern.

Guild of

Provisioners. White bar above green bar.

Guild of Sorcery. A

field divided

diagonally in blue and purple.

Healers Guild. Gold swath dividing green from purple, gold accents.

Lord British's

Healers of Virtue.

Golden ankh on dark green.

Masters of Illusion.

Blue and purple checkers.

Merchants' Guild.

Gold coins on green field.

Mining Cooperative.

A gold cross,

quartering blue and

black.

Order of Engineers. Purple, gold, and blue

vertical.

Sailors' Maritime Association. A white bar centered on a blue

field.

Seamen's Chapter. Blue and white in a

crossed pennant

pattern.

Society of Cooks and Chefs. White and red diagonal fields checker on green

field.

Society of

Shipwrights. White diagonal above blue.

Society of Thieves.

Black and red diagonal stripes.

Society of

Weaponsmakers. Gold diagonal above black.

Tailor's Hall. Purple above gold above red.

The Bardic

Collegium. Purple and

red checkers on gold field. Traders' Guild. White bar centered down green field.